

**CLAIMS****I Claim:**

1. A method for simulating an athletic event, comprising:  
entering players for positions in a squad on an offensive, defensive or special  
5 team, wherein each player has vital statistics, general attributes, offensive/defensive  
attributes and specialized attributes which predict athletic performance;  
placing each player in a formation;  
establishing a play based on the formation in which the moving pattern and  
activity of each player is defined;  
10 simulating the play by having each player executing the moving pattern and  
activity as modified by the vital statistics, general attributes, offensive/defensive  
attributes and specialized attributes associated with each player, wherein the outcome  
of the play is based upon the moving patterns and activities as modified by the vital  
statistics, general attributes, offensive/defensive attributes and specialized attributes  
15 associated with each player.
2. The method for simulating an athletic event recited in claim 1, wherein  
the vital statistics comprise the player's height and weight.
3. The method for simulating an athletic event recited in claim 1, wherein  
the general attributes comprise acceleration, agility, awareness, elusiveness, jumping,  
20 speed, stamina, and strength.
4. The method for simulating an athletic event recited in claim 1, wherein  
the offensive/defensive attributes comprise breaking tackles, catching, pass blocking,  
run blocking, throwing accuracy, and throwing power.
5. The method for simulating an athletic event recited in claim 1, wherein  
25 the specialized attributes comprise injury recovery, toughness, instinct and  
experience.

6. The method for simulating an athletic event recited in claim 1, further comprising:

entering each play in a playbook categorized according to the type of play.

7. The method for simulating an athletic event recited in claim 1, further comprising:

viewing the play as either a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

8. The method for simulating an athletic event recited in claim 7, further comprising:

exporting the play established in the form of a movie.

9. A system for simulating an athletic event, comprising:

a player module to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a play module to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play module to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player.

10. The system for simulating an athletic event as recited in claim 9, further comprising:

a squad creation module to create a squad of players based upon the players entered using the player module, wherein each squad of players is associated with some specific game function.

11. The system for simulating an athletic event as recited in claim 10,  
further comprising:  
a formation module to establish the formation using the squad of players.
12. The system for simulating an athletic event as recited in claim 11,  
5 further comprising:  
a playbook module to enter each play in a playbook categorized according to  
the type of play.
13. The system for simulating an athletic event as recited in claim 12,  
further comprising:  
10 a player specific camera viewing module to view the play as either a two-  
dimensional overhead view, a two-dimensional side view, or a three-dimensional  
animated player view.
14. The system for simulating an athletic event as recited in claim 12,  
further comprising:  
15 an exporting play module to export the play established in the form of a  
movie.
15. The system for simulating an athletic event recited in claim 9, wherein  
the vital statistics comprise the player's height and weight.
16. The system for simulating an athletic event recited in claim 15,  
20 wherein the general attributes comprise acceleration, agility, awareness, elusiveness,  
jumping, speed, stamina, and strength.
17. The system for simulating an athletic event recited in claim 16,  
wherein the offensive/defensive attributes comprise breaking tackles, catching, pass  
blocking, run blocking, throwing accuracy, and throwing power.

18. The system for simulating an athletic event recited in claim 17, wherein the specialized attributes comprise injury recovery, toughness, instinct and experience.

19. A computer program embedded in a computer readable medium for  
5 simulating an athletic event, comprising:

a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

10 a play code segment to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play code segment to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with  
15 each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player.

20. The computer program for simulating an athletic event as recited in claim 19, further comprising:

20 a squad creation code segment to create a squad of players based upon the players entered using the player code segment, wherein each squad of players is associated with some specific game function.

21. The computer program for simulating an athletic event as recited in claim 20, further comprising:

25 a formation code segment to establish the formation using the squad of players.

22. The computer program for simulating an athletic event as recited in claim 21, further comprising:

a playbook code segment to enter each play in a playbook categorized according to the type of play.

23. The computer program for simulating an athletic event as recited in claim 22, further comprising:

5 a player specific camera viewing code segment to view the play as either a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

24. The computer program for simulating an athletic event as recited in claim 23, further comprising:

10 an exporting play code segment to export the play established in the form of a movie.

25. The computer program for simulating an athletic event recited in claim 19, wherein the vital statistics comprise the player's height and weight.

26. The computer program for simulating an athletic event recited in claim 15 25, wherein the general attributes comprise acceleration, agility, awareness, elusiveness, jumping, speed, stamina, and strength.

27. The computer program for simulating an athletic event recited in claim 26, wherein the offensive/defensive attributes comprise breaking tackles, catching, pass blocking, run blocking, throwing accuracy, and throwing power.

20 28. The computer program for simulating an athletic event recited in claim 27, wherein the specialized attributes comprise injury recovery, toughness, instinct and experience.

29. A system for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

25 a digital capture module to record and convert video images into digitally formatted images;

a capture module to identify and track individual players in the digitally formatted images; and

a run actual play module to view the digitally formatted images and highlight individual players from one scene to the next.

5           30.     The system recited in claim 29, wherein the capture module is able to track individual players based on color matching.

31.     The system recited in claim 29, wherein run actual play module is able to view the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

10           32.     A computer program embodied on a computer readable medium for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

a digital capture code segment to record and convert video images into digitally formatted images;

15           a capture code segment to identify and track individual players in the digitally formatted images; and

a run actual play code segment to view the digitally formatted images and highlight individual players from one scene to the next.

20           33.     The computer program recited in claim 32, wherein the capture code segment is able to track individual players based on color matching.

34.     The computer program recited in claim 33, wherein run actual play code segment is able to view the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

25           35.     A method for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

recording and converting video images into digitally formatted images;



identifying and tracking individual players in the digitally formatted images;  
and  
viewing the digitally formatted images and highlight individual players from  
one scene to the next.

5           36.     The system recited in claim 35, further comprising tracking individual  
players based on color matching.

37.     The system recited in claim 36, further comprising viewing the  
digitally formatted images in a two-dimensional overhead view, a two-dimensional  
side view, or a three-dimensional animated player view.

10           38.     A method of simulating at least a portion of an athletic game or sport  
and for at least one player on a team participating in that game or sport, thereby  
facilitating the training of said one player under simulated game conditions and in the  
classroom rather than on the playing field or arena, and thereby substantially  
compressing the training time while avoiding a potential injury to said one player on  
15     the practice field or arena; comprising the steps of, first,

presenting at least one of the team's defensive or offensive formations and  
intended subsequent play; and second,

presenting the team's opponent's likely action or reaction in response thereto,  
respectively; such that the first and second presentations are viewed from the position  
20     of said one player's own eyes had said one player been on the playing field or arena  
rather than from the perspective of a spectator.

39.     The method of claim 38, further including the steps of  
presenting all of the team's defensive or offensive formations and plays and  
the team opponent's likely actions or reactions in response thereto, and  
25     customizing the presentations for each of the team's respective players on  
those formations and plays.

40.     The method of claim 39, further including the step of  
factoring in the capabilities for each of the team's respective players, thereby

analyzing each of the team's formations and plays and determining which players on the team should be assigned to the respective formations and plays, and thereby tailoring the team to the opponent and tending to maximize the likelihood of the team beating its opponent.

- 5           41.     A method for simulating an athletic event, comprising:  
              entering players for positions in a squad on an offensive, defensive or special  
              team, wherein each player has vital statistics, general attributes, offensive/defensive  
              attributes and specialized attributes which predict athletic performance;  
              placing each player in a formation;  
10           establishing a play based on the formation in which the moving pattern and  
              activity of at least one player is defined;  
              simulating the play by having the at least one player executing the moving  
              pattern and activity as modified by the vital statistics, general attributes,  
              offensive/defensive attributes and specialized attributes associated the at least one  
15           player, wherein the outcome of the play is based upon the moving patterns and  
              activities as modified by the vital statistics, general attributes, offensive/defensive  
              attributes and specialized attributes associated with the at least one player.

              42.     The method for simulating an athletic event recited in claim 41,  
              wherein the vital statistics comprise the player's height and weight.

- 20           43.     The method for simulating an athletic event recited in claim 41,  
              wherein the general attributes comprise acceleration, agility, awareness,  
              elusiveness, jumping, speed, stamina, and strength.

44.     The method for simulating an athletic event recited in claim 41,  
              wherein the offensive/defensive attributes comprise breaking tackles, catching, pass  
25           blocking, run blocking, throwing accuracy, and throwing power.

              45.     The method for simulating an athletic event recited in claim 41,  
              wherein the specialized attributes comprise injury recovery, toughness, instinct and  
              experience.



46. A system for simulating an athletic event, comprising:

5 a player module to enter players for positions in a squad on an offensive, defensive or special team, wherein at least one player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a play module to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

10 a run designed play module to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

15 47. A computer program embodied on a computer readable medium for simulating an athletic event, comprising:

20 a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein at least one player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a play code segment to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

25 a run designed play code segment to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

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